

**LEGISLATIVE SERVICES AGENCY
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FISCAL IMPACT STATEMENT

LS 6138

BILL NUMBER: SB 63

NOTE PREPARED: Nov 11, 2003

BILL AMENDED:

SUBJECT: Charity Gaming.

FIRST AUTHOR: Sen. Simpson

FIRST SPONSOR:

BILL STATUS: As Introduced

FUNDS AFFECTED: X GENERAL
DEDICATED
FEDERAL

IMPACT: State & Local

Summary of Legislation: The bill permits a bona fide veterans organization to pay operators and workers at the organization's charity gaming events and to hire nonmembers as workers at the events.

Effective Date: July 1, 2004.

Explanation of State Expenditures:

Explanation of State Revenues: While employment of paid workers under the provisions of the bill could reduce the net proceeds earned from charity gaming events conducted by bona fide veterans organizations, the bill would not have a direct fiscal impact on state revenues from either Charity Gaming License Fees or the Charity Gaming Excise Tax. However, if paid workers at charity gaming events would not have otherwise been employed, additional wages would be generated by those workers and would be subject to the state Individual Adjusted Gross Income Tax and any local option income taxes. The amount of revenue generated from these taxes as a result of the bill is not expected to be significant.

Background: The bill permits a bona fide veterans organization to pay workers and hire nonmembers for the purposes of conducting charity gaming events. Current law permits a bona fide civic, educational, political, religious, senior citizens, or veterans organization to hold a charity gaming license for purposes of conducting charity gaming events (bingo, charity nights, raffles, door prizes, festivals, or sale of pull tabs, punch boards, and tip boards). However, current law prohibits these organizations from providing remuneration to event workers other than meals at the events and recognition dinners or social events for the workers. Current law also requires that any worker be a member in good standing of the organization conducting the charity gaming event.

In FY 2003, 2,201 charity gaming licences were issued by the Department of State Revenue (some entities hold multiple licenses to conduct various types of charity gaming events). Charity gaming events resulted in approximately \$559.8 M in gross income during FY 2003. Organizations incurred approximately \$485.7 M in expenses conducting charity gaming events during FY 2003, with about \$74.1 M in net proceeds from charity gaming retained by the organizations.

Fees for charity gaming licenses resulted in approximately \$3.9 M in receipts in FY 2003. The Charity Gaming License Fee is based on the total gross revenue earned from charity gaming by a licensed organization. Also, businesses that manufacture, distribute, or sell charity gaming devices to organizations within the state must obtain a manufacturer's or distributor's license. In FY 2003, 15 manufacturer's licenses and 62 distributor's licenses were issued by the Department resulting in \$169,000 in receipts. The manufacturer's license fee is \$3,000 annually, and the distributor's license fee is \$2,000 annually. In addition to the license fees, the Charity Gaming Excise Tax on pull tabs, punch boards, and tip boards is based on the wholesale price of these devices when sold to organizations by distributors and manufacturers. The Charity Gaming Excise Tax resulted in approximately \$1.3 M in revenue during FY 2003.

Explanation of Local Expenditures:

Explanation of Local Revenues: See *Explanation of State Revenues*.

State Agencies Affected: Department of State Revenue

Local Agencies Affected:

Information Sources: Indiana Department of State Revenue, Charity Gaming Report, November 1, 2003.

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